CASARS PALAS PANCE MILLENNIUM GOLD EDITION



INSTRUCTION MANUAL



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- ¥ Take a 10 to 15 minute break every hour, even if you don't think you need it.
- ¥ If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- ¥ If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- ¥ Do not mix used and new batteries (replace all batteries at the same time).
- ¥ Do not mix alkaline and carbon zinc batteries.
- ¥ Do not mix different brands of batteries.
- ¥ Do not use nickel cadmium batteries.
- ¥ Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- ¥ Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- ¥ Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- ¥ Do not recharge the batteries.
- ¥ Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- ¥ Do not dispose of batteries in a fire.



EVERYONE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing CAESARS PALACE* for the Game Boy* Advance System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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INTO THE PALACE

To get started with CAESARS PALACE, please begin with the following:

- 1. Turn off your Game Boy® Advance system, then insert the CAESARS PALACE Game Pak into your Game Boy® Advance system.
- 2. Turn on your Game Boy* Advance. In a few moments the *Majesco Logo Screen* should appear.
- 3. After the *Majesco Logo Screen*, the *Title Screen* will appear. Press **START** to display the *Lobby Screen*.

Important Note: If nothing appears on the screen, turn the power switch OFF. Check to make sure the Game Pak is inserted correctly. Then try again. Always turn the power switch OFF before inserting or removing the Game Pak.

THE LOBBY



Lobby Screen

On the *Lobby Screen* you can access all the games in CAESARS PALACE, as well as resume play with a previously saved bank account balance by way of the *Password Entry Screen*. Simply use the **Control Pad** to highlight the type of game you wish to play, and then press the **A Button**.

Blackjack

This option allows you to play Blackjack. Please refer to the "Blackjack" section of this manual for details on this game.

Table Games

Select this option to play either Craps or Roulette. Please refer to the "Craps" and "Roulette" sections of this manual for details on these games.

Slot machines

Choose from a selection of slot machines to play. Please refer to the "Slot Machines" section of this manual for details on each machine.

THE LOBBY (cont.)

Video Games

Choose from Video Poker, and Video Keno games. You will have a choice of several kinds of machines to play. Please refer to the "Video Poker" and "Video Keno" sections of this manual for details on these machines.

Cashier

At the *Cashier Screen* you can only borrow money from the cashier if you have less than \$200. The cashier will loan you up to \$2,000 at a time, up to a maximum of \$10,000. The cashier is similar to an ATM. On-screen instructions will lead you through the process of borrowing or repaying money.

Password

This option displays the *Password Entry Screen*, which allows you to enter a password and resume play with a previously saved bank account balance. Please refer to the "Passwords" section of this manual for details.

Password Entry Line



Password Screen

NAME ENTRY

The Name Entry Screen allows you to enter your name for use throughout the game. To enter your name, simply use the following controls:

Name Entry Line



Name Entry Screen

- Use the Control Pad to move the on-screen highlight to the desired letter.
- Press the A Button to place the letter on the Name Entry Line.
- Press the B Button to remove the previously placed letter from the Name Entry Line.
- When you're done entering your name, select the "OK" Option.

PASSWORDS

The *Password Entry Screen* allows you to enter a password and resume play with a previously saved bank account balance. Passwords are composed of both letters and numbers. To enter a password, simply use the following controls:

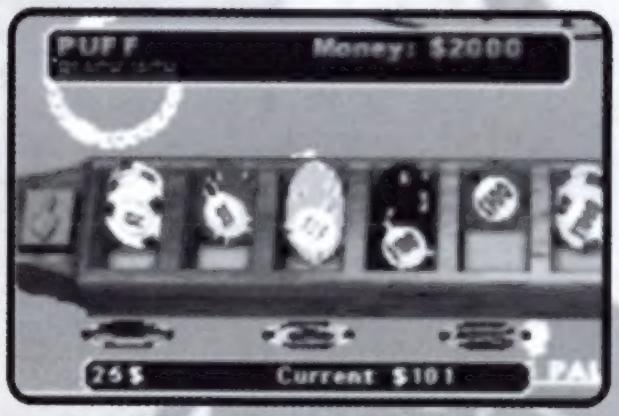
 Use the Control Pad to move the on-screen highlight to the desired character.

PASSWORDS (cont.)

- Press the A Button to place the character on the Password Entry Line.
- Press the B Button to remove the previously placed character from the Password Entry Line.
- When you're done entering your password, select the "OK" Option.

CHIP TRAY

The Chip Tray allows you to change the amount of your Bet Unit at the Blackjack and Table Games. To display the Chip Tray, select the Bet Unit Option while playing Blackjack, Craps, or Roulette.



Chip Tray Screen

Once the Chip Tray is displayed, use the following to change your Bet Unit amount:

- Press the Control Pad to the RIGHT or LEFT to highlight the desired wager amount.
- To increase the Bet Unit amount, move onto the desired chip value and press the A Button.

- To decrease the Bet Unit amount, move onto the desired chip value and press the **B Button**.
- To exit the Chip Tray without changing the amount of your Bet Unit, select the red exit option at the far right side of the Chip Tray.
- To exit the Chip Tray with the new Bet Unit amount set, simply select the green exit option at the far left side of the Chip Tray.
- Once you set your Bet Unit, you'll be using this amount as your basic bet until you change it.

BLACKJACK

Rules of Blackjack

Blackjack is a game played against the "house", or the casino. The object of the game is to achieve cards that add up to a number as close to 21 as possible. If the player goes over 21, he "busts" and is out of the hand. Face cards are worth 10, and the ace is worth either 1 or 11, player's choice.

BLACKJACK (cont.)



Blackjack Screen

At the start of the game, each player is dealt a single card face up. Then each player is dealt another card. The dealer's first card is face down, but the second is face up.

You're going to try to make sure your total is higher than the Dealer's without busting. If your hand is higher than the house's hand, you win. If it's a tie, you "push". If it's lower, you lose. If either you or the house draws 21 with the first two cards, it's called Blackjack. If you draw it,

you win. If the dealer draws it, everyone loses. If both the dealer and you draw Blackjack, you tie.

Playing Blackjack

To place a wager, press the **Control Pad** *UP* to move the highlight onto the table and press the **A Button** to place a chip down. A chip the value of the Bet Unit is placed down each time you press the **A Button**. Once the betting is complete, press the **Control Pad** *DOWN* to once again highlight the options and select the Done Option. The dealer will now deal the cards.

In Blackjack there are initially three options displayed at the bottom of the screen. After the cards are dealt, additional options will appear.

Speed Bet

This option automatically selects the amount of the last bet you made and prepares you for the deal.

Bet Unit

Selecting this option displays the Chip Tray, which allows you to change your Bet Unit amount. Please refer to the "Chip Tray" section of this manual.

Done

Choosing this option causes the dealer to deal the cards.

Hit

Choosing this option indicates you want another card. You can continue to Hit until you reach 21 or go bust.

Stand

Choosing this option indicates you're satisfied with your hand. The Dealer will always draw a card if his hand is less than 17. As soon as his hand total is 17 or greater, he will Stand.

Double

While playing you can Double your bet, allowing you to put down another Bet. When Doubling, you will be dealt only one more card.

BLACKJACK (cont.)

Split

On certain occasions, when your cards are identical (two 8's, for example), you can Split. This requires you to place another Bet on the table, and allows you to play each card as a separate hand.

Insurance

On occasion, the dealer will show an Ace as the face up card. The Dealer will then ask you if you want Insurance. This means that you must place an additional bet equal to one half your original bet (with a minimum of \$1.00) on the chance the house has Blackjack. If you're right, you receive double your money back. If you're wrong, you lose the insurance bet and continue to play normally.

CRAPS

Rules of Craps

In Craps, the person rolling the dice is called the "shooter". Before the shooter rolls the first roll, the player bets on whether the shooter will roll a 7 or 11. Betting on the PASS line means that the player believes the shooter will roll 7 or 11. Betting on DON'T PASS means the player doesn't think the shooter will hit those numbers. PASS and DON'T PASS can only be bet on for the shooter's first roll.

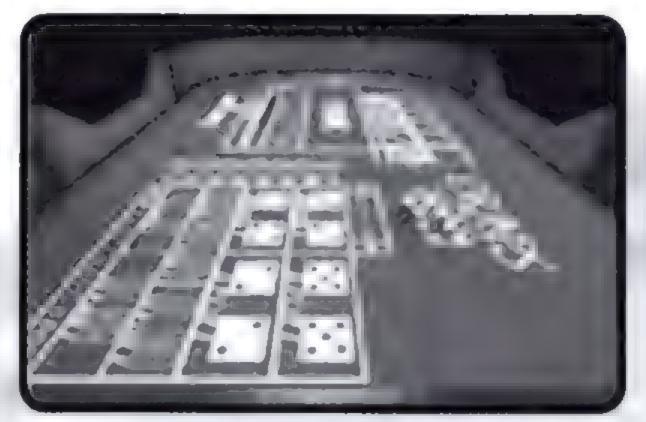
If the shooter doesn't hit 7 or 11, or doesn't roll a 2, 3, or a 12 (called "craps"), which are automatic losses for everyone, the number rolled becomes the "point". The shooter keeps rolling until the dice hit the point, 7, 11, or a craps.

The COME and DON'T COME bets are very similar to PASS/DON'T PASS, but they are opposite, with a 7 or 11 winning for the COME, and craps losing. Any other roll shifts the bet onto that number. If that number is rolled again, the bet wins; a 7 loses, and all others allow the bet to remain. COME/DON'T COME can only be bet if this is not the shooter's first roll. Once the point is established, or the COME/DON'T COME bets are placed, a player can bet up to double their original bet on the bet's odds of winning. These bets are placed beside the original bets.

Players can also bet that a specific number will appear before a 7 is rolled by betting on the double line below the number; or that a 7 will be rolled before that number by betting on the line at the tip of a number's box. The last main bet is the FIELD, where one of the listed numbers will be rolled on the next throw. 2 and 12 win triple here.

On the right-hand section of the table are the "Proposition" bets - long odds for big payoffs. The four large boxes are betting that this double will be rolled before a 7 or any other version of this number. All other proposition bets are one-offs - bets that the next roll will be a 7, craps, 12, 2, 11, 3, or an Eleven/Craps.

CRAPS (cont.)



Craps Screen

Playing Craps

To place a wager, press the **Control Pad** *UP* to move the highlight onto the table and press the **A Button** to place a chip down. A chip the value of the Bet Unit is placed down each time you press the **A Button**. Once the betting is complete, press the **Control Pad** *DOWN* to once again highlight the options and select the Done Option. The view will now change to reveal the

dice automatically being thrown. When the dice have stopped moving, the screen will automatically return to the Betting View.

In Craps there are three options displayed at the bottom of the screen:

Clear

Selecting this option clears all bets from the table.

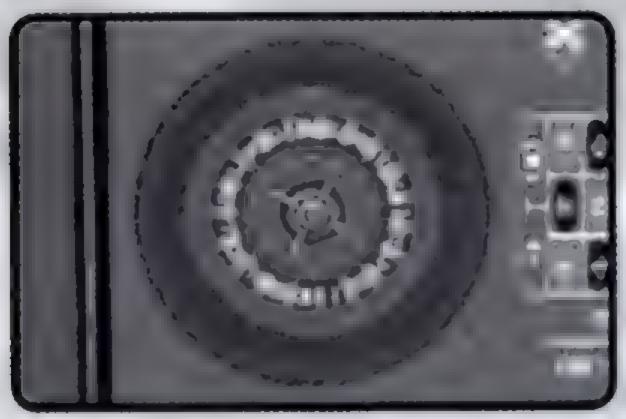
Bet Unit

Selecting this option displays the Chip Tray allows you to change the amount of your Bet Unit. Please refer to the "Chip Tray" section of this manual.

Done

Selecting this option closes the betting and causes the dice to be thrown.

ROULETTE



Roulette Screen

Rules of Roulette

In Roulette there are 40 numbers on a roulette wheel - 18 are red, 18 are black, and 2 are green. You bet on the number that you believe the ball will drop into on the wheel. The two green numbers, 0 and 00, are automatic house wins. If they come up, you can win only if you have bet on one of those two numbers.

In Roulette there are a variety of bets you can place:

- You can bet on the particular color the ball will land on.
- You can bet on the exact number the ball will land on.
- You can bet on a pair of numbers located next to each other.
- You can bet whether the number the ball will land on will be odd or even.

ROULETTE (cont.)

- Players can bet that the number the ball lands on will be between 1-12, 13-24, or 25-36, or even that it will be a number between 1-18 or 19-36.
- Players can bet on a column of 3 numbers, placing their bets on the top line, or any of 3 rows of 12 numbers.

Playing Roulette

To place a wager, press the **Control Pad** *UP* to move the highlight onto the table and press the **A Button** to place a chip down. The value of the Bet Unit is placed each time you press the **A Button**. Once the betting is complete, press the **Control Pad** *DOWN* to once again highlight the options and select the Done Option. The view will now change to reveal the wheel spinning. When the wheel finally stops spinning, the screen will automatically return to the Betting View.

In Roulette there are four options displayed at the bottom of the screen:

Speed Bet

This option automatically selects the amount of the last bet you made and spins the wheel.

Clear

Selecting this option clears all bets from the table.

Bet Unit

Selecting this option displays the Chip Tray allows you to change the amount of your Bet Unit. Please refer to the "Chip Tray" section of this manual.

Done

Selecting this option closes the betting and causes the wheel to begin spinning.

SLOT MACHINES



Slot Machine Screen

CAESARS PALACE allows you to play three different Slot Machines. To play any Slot Machine, use the following controls:

Coin Slot

Pressing the **A Button** while this is highlighted will cause a coin to drop into the machine. Although you may insert as many coins as desired, the rollers will automatically begin spinning after the third coin.

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SLOT MACHINES (cont.)

Spin Button

Pressing this button causes the rollers to begin spinning.

Cash Out Button

Pressing this button causes any accumulated credits to be emptied from the machine.

Quit Button

Pressing this button exits the current Slot Machine and returns to the Lobby Screen.

Bet One

If you have accumulated credits, pressing this button uses one of the credits in the machine.

Bet Max

If you have accumulated credits, pressing this button automatically bets three coins at one time. If you have less then three coins in the machine, all the remaining credits will be played.

Halloween Spooky

The Halloween machine has 3 reels and 3 pay lines. You can play 1 to 3 coins, the largest jackpot is available only if you play 3 coins. The ghost

is a wild card symbol, which will substitute for any other symbol. If three gravestones land in the correct order spelling out "R.I.P", you will win 100 coins, instead of the regular 40 for any three gravestones.

Reel Symbols	4 Coin	2 Coins	Moins	
3 x Ghost 3 x Bat 3 x Gravestones R.I.P. 3 x Gravestone 3 x Pumpkin 3 x Skeleton 3 x Coffin 2 x Coffin 1 x Coffin	1000 200 100 40 20 10 10 5	2 x 1000 2 x 200 2 x 40 2 x 20 2 x 10 2 x 10 2 x 5 2 x 2	5000 3 x 300 3 x 100 3 x 20 3 x 10 3 x 10 3 x 5 3 x 2	
				1

Wild West

The Wild West machine also has 3 reels but only one pay line. As with the other machines, you can play 1 to 3 coins. The largest jackpot is only available if you play 3 coins. Although unmatched badges pay well, matched badges pay the largest jackpot. If two of the three reels display a badge, but the third reel does not match up, then the unmatched reel will spin again, giving you a second chance at the big jackpot.

SLOT MACHINES (cont.)

Reel Symbols	P. Coin	2 Coins	3 Coins
3 x Matching Badges 3 x Badges 3 x Fans 3 x Stetsons 3 x Cow Skulls 3 x Cacti	2500	2 x 2500	10000
	500	2 x 500	3 x 500
	200	2 x 200	3 x 20
	100	2 x 100	3 x 100
	25	2 x 25	3 x 25
	25	2 x 25	3 x 25
3 x Wagon Wheels	10	2 x 10	3 x 10
2 x Wagon Wheels	5	2 x 5	3 x 5
1 x Wagon Wheels	1	2 x 1	3 x 1

Progressive Fruit

The Progressive fruit machine has 4 reels, and only one pay line located at the center. As with the other two machines you can play 1 to 3 coins. Playing additional coins gives you a chance to win the progressive jackpot. Playing additional coins multiplies your jackpot and increases your chance to win. The "Wild Banana" symbol is a wildcard, and will substitute for any other symbol.

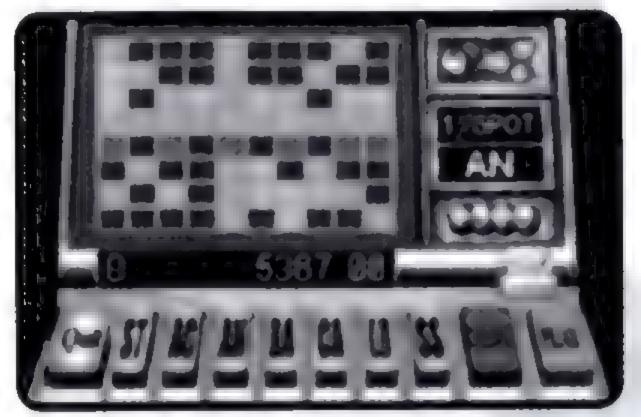
Reel Symbols	1 Coin	2 Coins	d Collins
Banana-Banana-Banana Melon-Melon-Melon Any-Banana-Banana-Banana Banana-Banana-Banana-Any	5000 1000 200 200	2 x 5000 2 x 1000 2 x 200 2 x 200	Progressive 3 x 1000 3 x 200 3 x 200
Orange-Orange-Orange Cherry-Cherry-Cherry Lime-Lime-Lime Any-Cherry-Cherry	50 40 20 10	2 x 50 2 x 40 2 x 20 2 x 10	3 x 50 3 x 40 3 x 20 3 x 10
Cherry-Cherry-Cherry-Any Apple-Apple-Apple-Apple Lemon-Lemon-Lemon	10 10 10	2 x 10 2 x 10 2 x 10 2 x 10	3 x 10 3 x 10 3 x 10 3 x 10
Any-Any-Cherry-Cherry Cherry-cherry-Any-Any Any-Any-Cherry Cherry-Any-Any-Cherry Cherry-Any-Any-Any	5 5 2 2	2 x 5 2 x 5 2 x 2 2 x 2	3 x 5 3 x 5 3 x 2 3 x 2

VIDEO KENO

CAESARS PALACE offers you two types of Video Keno Machines. Keno is played like bingo, where you select a group of numbers that you are betting the computer will choose, or not choose, depending upon the type of bet you have placed.

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VIDEO KENO (cont.)



Video Keno Screen

To play either Video Keno Machine, use the following controls:

Coin Slot

Pressing the A Button while this is highlighted will cause a coin to drop into the machine.

Clear Button

Pressing this button while playing the Multi Ticket Machine will clear all the squares selected in the Number Selection Area.

Play Button

Pressing this button will cause the machine to begin randomly selecting numbers.

Quit Button

Pressing this button exits the current Video Keno Machine and returns to the Lobby Screen.

Left Button

Press the Left Button to view information regarding the odds and the amount of money you can win.

Auto Spotter

To play the Auto Spotter Machine, insert the amount of coins you wish to bet by pressing the **A Button** when the Coin Slot is highlighted. Next, select a Betting Type by moving the highlight to the desired button and pressing the **A Button**. Each Betting Type will illuminate a particular combination of squares in the Number Selection Area.

Once you have selected your Betting Type, simply press the Play Button. The computer will now pick 20 numbers, which will be highlighted in light blue. Any numbers that the computer chooses that match your numbers will be highlighted in red.

The eight betting choices are:

T (Top 40)

With this bet, you are selecting the top 40 numbers. To win you must match at least 11 numbers that are drawn by the computer. The more numbers you match, the better the pay-out.

B (Bottom 40)

This option selects the bottom 40 numbers. The same odds and rules apply as with the Top 40 option.

VIDEO KENO (cont.)

L (Left 40)

With this option you are selecting the 40 left most numbers with the same odds and rules applying.

R (Right 40)

With this option you are selecting the 40 right most numbers with the same odds and rules applying.

TB (Top Bottom 40)

In this option the player is betting that at least 13 numbers will be in either the top 40 numbers or the bottom 40 numbers. No numbers are marked when this bet is chosen. The pay-outs are determined by the amount of numbers located in the Top 40.

LR (Left Right 40)

This time you are betting that at least 13 numbers will be either in the left most 40 numbers or the right most 40 numbers. No numbers are marked when this bet is chosen. The pay-outs are determined by the amount of numbers located in the Left 40.

E (Edge 32)

Here you are betting on the 32 numbers around the edge of the ticket. You win if you match less than 6 numbers or more than 10.

I (Inner 32)

Same odds and numbers matched to win as Edge 32, except this time you are betting on the middle 32 numbers.

Multi Ticket

Unlike Auto Spotter, Multi Ticket allows you to pick the numbers you wish to bet on. Simply insert your coin(s), then pick the type of ticket you wish to play. You may select your ticket by moving the highlight to the desired Ticket Type and pressing the **A Button**.

Once your Ticket Type is selected, the highlight will automatically appear in the center of the Number Selection Area. Using the **Control Pad**, move the highlight to the desired square. Pressing the **A Button** will cause a square to become selected and change color. Pressing the **A Button** a second time will deselect the square. You may clear all the selected squares by moving the highlight to the Clear Button and pressing the **A Button**. When the game is finished, if you wish to repeat your last bet with all the same numbers, just insert the amount of coins you want to wager and press the Play Button.

You have seven types of tickets from which to choose:

ST (Straight Ticket)
Here you can select 1 to 20 numbers.

VIDEO KENO (cont.)

AC (All Catches)

Here you have to select between 7 and 10 numbers. You are always guaranteed to win with this ticket, but not always as much as you bet.

AN (All or Nothing)

With this ticket, you have to select between 4 and 8 numbers. You only win if all of the numbers you selected are matched, or none of them are matched.

BA (Bet Against)

Here you must select between 8 and 15 numbers and hope that none of the numbers are drawn. You only win if none of the numbers you selected are drawn by the computer.

CA (Catches All)

Here you must select between 2 and 7 numbers. You only win if all of the numbers you selected are matched.

LB (Last Ball Drawn)

With this bet you must select between 1 and 6 numbers. As with the other bets you win by matching the numbers with those drawn by the computer. This game also includes a bonus. If the last number the

computer selects matches up with one of your numbers, and all your other numbers have been matched, then your winnings will be doubled.

SS (Super Special)

Same as LB, except here you select between 3 and 10 numbers.

VIDEO POKER

CAESARS PALACE offers you four types of Video Poker. Each machine has slightly different rules regarding the cards that make up a winning hand.



Video Poker Screen

Deuces Wild

In this game, the rules of standard poker apply, except that all Twos in the deck are considered "wild", and can be counted as any card of any suit.

Jokers Wild

This game uses the same game rules as Deuces Wild, except instead of Twos, Jokers are wild.

Jacks or Better

In this game, the rules of standard poker apply. However, the computer only counts pairs of Jacks, Queens, Kings, and Aces as winning pairs. 28

VIDEO POKER (cont.)

Tens or Better

This game is identical to Jacks or Better with one difference, a pair of Tens is also a winning pair.

To play either Video Poker Machine, use the following controls:

Coin Slot

Pressing the A Button while this is highlighted will cause a coin to drop into the machine.

Hold Buttons

Pressing one of these buttons causes the corresponding card to be "held" in the player's hand during the card exchange phase. Pressing these buttons while a card is being "held" will release the card allowing it to be exchanged for another card during the card exchange phase.

Deal Button

Pressing this button will cause the cards to be dealt, or cards to be exchanged.

Cash Out Button

Pressing this button causes any accumulated credits to be emptied from the machine.

Quit Button

Pressing this button exits the current Video Poker Machine and returns to the Lobby Screen.

Left Button

Press the Left Button to view the winning hand combinations.

Bet One

If you have accumulated credits, pressing this button uses one of the credits in the machine.

Bet Max

If you have accumulated credits, pressing this button automatically bets five coins at one time. If you have less then five coins in the machine, all the remaining credits will be played.

Rules of Video Poker

In Video Poker, cards are ranked from highest to lowest: Ace, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two

The chart below lists the ranks of hands in Video Poker:

Royal Flush:

The five highest ranking cards of the same suit. (For example: Ace of Hearts, King of Hearts, Queen of Hearts, Jack of Hearts, 10 of Hearts)

VIDEO POKER (cont.)

Straight Flush: Any five cards in order of rank, and of the same suit.

(For example: Three of Clubs, Four of Clubs, Five of

Clubs, Six of Clubs, Seven of Clubs)

Four of a Kind: Four cards of the same rank.

(For example: Ace of Hearts, Ace of Clubs, Ace of

Diamonds, and Ace of Spades)

Full House: Three cards of the same rank, and a pair with the same

rank (For example: Three Jacks and a pair of Fives)

Flush: Any five cards of the same suit, but not in order.

(For example: Three of Hearts, Six of Hearts, Seven of

Hearts, Queen of Hearts, and Ace of Hearts)

Straight: Any five cards in order, but not of the same suit

(For example: Two of Clubs, Three of Diamonds, Four

of Hearts, Five of Spades, and Six of Spades)

Three of a Kind: Three cards of the same rank, along with any two other

cards. (For example: King of Hearts, King of Spades,

and King of Clubs)

Two Pairs:

Two sets of cards of the same rank, along with any other card. (For example: Seven of Hearts, Seven of Spades, Queen of Clubs, and Queen of Diamonds)

One Pair:

Two cards of the same rank, along with any three other cards. (For example: Jack of Clubs, Jack of Hearts)

No Pair:

A hand with no matching cards. When this happens, the card highest in rank determines the value of the hand. (For example: Ace of Hearts, Ten of Diamonds, Nine of Spades, Three of Spades, and Two of Clubs. In this case, the Ace of Hearts is highest in rank. So the hand is known as "ace high".)

Playing Video Poker

When the machine first appears, you may insert coins by highlighting the Coin Slot and pressing the **A Button**. You may enter up to five coins for a single hand. If you have entered five coins, the cards will automatically be dealt. Otherwise, simply highlight the Deal Button and press the **A Button**. After you've examined your cards carefully, you can decide which cards you wish to keep and which cards you wish to discard. Beneath each of the cards in your original hand is a Hold Button. By pressing any of these buttons you are choosing to hold that particular card. So, if you want to keep two of the cards you've been dealt, and discard the other three, you

VIDEO POKER (cont.)

simply push the buttons below the cards you'd like to keep (you may keep as may cards as you like from one to five).

After making your selections, if for any reason you wish to change your mind, simply press the Hold Button beneath the corresponding card once again to release it. When you are completely satisfied with your choice, press the Deal Button to replace the cards you have decided not to keep. The cards you have elected to hold will remain on the screen, and new cards will replace those you have discarded. If you have a winning hand, the credit display will indicate the amount you've won.

GLOSSARY

Action: The amount of money being wagered on a game.

Ante: An initial bet put up by all players before the first card is dealt in a poker game.

Banker: Whoever covers the betting in any game, usually the casino.

Bankroll: The amount of money the player intends to gamble.

Bet the limit: The maximum amount a player can risk in any game.

Bluffing: When a poker player raises with a weak hand in an attempt

to drive players with stronger hands from the game.

Burn a card: The top card (or cards) or a shuffled deck is "burned" or

discarded by placing it face up at the bottom of the deck.

Bust: In blackjack, a player busts when his cards total over 21.

<u>Come-out:</u> The first roll of the dice in craps that establishes the point.

Crapping out: In craps, losing by rolling a 2, 3 or 12 on the come-out.

Cut: To divide a deck of cards into two or more parts, which the

dealer will then put together in a new order.

Even money: A bet whose odds are 1:1.

Face cards: In a deck of cards, any Jack, Queen or King.

Hit: In blackjack, it means to take another card.

House edge: The percentage which the casino retains in any game

of chance.

Jackpot: A big win.

GLOSSARY (cont.)

Keno board: The electronic board that shows winning keno numbers.

Natural: A perfect hand; in craps, a 7 or 11 on the first roll; in blackjack, an Ace, with a 10, Jack, Queen or King; in

baccarat, drawing an 8 or 9 in the first two cards.

Progressive Any slot or group of slot machines in which the jackpot

slots: increases with each non-winning bet.

Push: A tie between the house and the player in which no money

changes hands.

Shooter: Whoever is rolling the dice in craps.

Stand: When choosing not to receive additional cards in Blackjack.

Double: When doubling your initial bet in Blackjack.

<u>Insurance:</u> A bet in Blackjack that is wagering whether or not the

Dealer has Blackjack.

Split: When turning a Blackjack hand consisting of two identical

cards into two separate hands.

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